

ICE TILT HOCKEY LEAGUE

Many minor things will be added before S8.

I. Introduction

The ITHL is like no other league out there. A lot of new members might not fully understand the intent of the ITHL and I think everyone needs to recognize what we are trying to do with the league before they get started with it.

We formed back in April 2020 with the hope of getting enough BYOC teams to form a small league (we have grown a whole lot since then). In my opinion there are big differences between a BYOC league and a Draft League.

With BYOC, and with the ITHL, we put a lot more emphasis and focus on making the experience as fun as possible, whereas draft leagues might focus more on competition. I will be the first one to say that this league is by no means the best league 'skill wise', out there. We hope that groups of friends (as well as Free Agents) come to the ITHL so that they can meet new people, have fun and compete in a league that puts effort into creating a positive and inclusive environment. No matter if you are at the bottom or top of the standings, everyone has an equal part in the community. **We don't tolerate toxicity, ego or BS in this league.**

I think we have done a good job in creating a great user experience in the ITHL and a big part of why we have no toxicity is that we hold our members accountable if they act out of line. **People join leagues like this to have fun** -It's a virtual hockey league, people want to get away from life's stresses and have fun playing a game they like to play. If you are going out of your way to stir the pot or create drama, you won't be accepted into the community. We are swift with the 'BAN Hammer' so **please just try to think before you make decisions.**

The members of the ITHL up until this point, have all helped build the league and community into something very special and if you act like an idiot and attempt (with intent, or not) to tarnish what the great members of the ITHL have built - there will be consequences.

With that said, I give everyone an equal chance to become an accepted member of the community and you will be completely fine as long as you respect others.

II. Expectations

In order to have a grassroots league like this run as smoothly as possible, it is extremely important to have everyone on the same page. We're expanding quite a bit and problems might come up throughout the season but with full dedication and cooperation, I'm sure everything will run smoothly

Before Season 7 starts I **need** every team GM to consult their team and really debate whether this league is right for them. Meaning..

- **FULL COMMITMENT TO THE ITHL**

- I know some teams might play in a variety of other leagues but I expect that all teams find enough time to play games in a timely manner, as well as be able to ice a full lineup all the way until the end of the season. We've had teams drop out of the league due to lack of commitment/numbers and it really fucks things up. As the league grows and we get more teams involved I am no longer reliant on getting any joe-schmo team to join. If you decide to join the ITHL and tell me you're fully committed and end up bailing midway through the season, you won't be welcomed back. I work hard to put this league together and try to make it run as smoothly as possible, and when teams bail it only looks bad on me. I need teams to respect me enough to tell me before the season starts if they have any doubts of not being able to complete the season.
- This is primarily an 18+ league, so I expect everyone, especially the GMs to be mature and have good communication/social skills when dealing with debates/discussions regarding anything to do with the league.

- **BYOC**

- This league is meant to be a league of teams full of IRL friends. I get that for some teams that's not the case but in order to respect the teams that started this league and helped get it to the point that it's at today, I need teams to understand that this isn't a **professional** league. Bringing in guys that you might not fully trust/like because they're good isn't gonna fly in the ITHL. Toxicity is found all throughout the NHL community and I feel a big reason why the ITHL doesn't have toxicity is because we've stayed true to our roots. Focusing solely on winning isn't what we want teams doing in this league. We want teams to enjoy playing with each other which goes hand in hand when you play with your friends.

League Rules

When I started the league, I threw together a couple rules that I could think of. Thinking I covered all of the potential issues, I quickly found out that there are a lot of things that can pop up throughout a season.

The rule book is by no means perfect, but we are working on getting it there. **As of now I ask all members to deal with issues with reasonability, understanding and respect.** If an issue comes up it's very important that both sides can respect each other enough to come up with a fair solution (if there is no rule for the particular event).

I. HOUSEKEEPING

Must Have 6 Players

- This is a 6's League, meaning that in order to cut out potential AI 'cheese', every player on the ice must be human controlled.

Commitment

I expect every GM and team to be fully committed to the league. Meaning that answering messages in a reasonable time frame, being easy to contact and having good communication skills is a MUST.

- If you are a GM and don't think you'll have enough time to consistently communicate, please assign an AGM. It is unfair to everyone else if you can not communicate efficiently.

Withdrawing

- If a team decides to withdraw after the season has started, they will be banned from joining the league in future seasons (depending on the situation, players from teams that withdraw, in most cases, will be able to return but on a different team). I work very hard to make this league run as smoothly as possible and when teams withdraw it creates a whole lot of work for me. It is also not fair to all of the other teams that have to adjust to teams leaving.
- Going about dealing with withdrawals (if any) will most likely involve that team's previous results being wiped from the league - meaning that if your team played a team that withdraws, those games will no longer count towards your record. We will discuss the details more if this happens.

Inappropriate Characters

In order to avoid any issues, please keep all aspects of your player character as clean and respectful as possible. This is an NHL League that is meant to be inclusive and fun.

If we find/see any characters that aren't appropriate, there will be consequences. If you have any questions, DM me.

Time Glitch

NHL 21 has a glitch where occasionally-most often when a fight is accepted--it rewinds the clock to a previous faceoff. If the game is within one goal in the final minute and this glitch occurs, the league Admin have the right to re-time the final minute from the time the glitch happened to prevent a team losing a lead to a game that goes longer than 60 minutes. If there is no VOD from a stream or recording from your console, nothing can be done.

Goalie Trip

Goalies cannot leave their crease and purposely trip players. If proof of this is shown, that team will forfeit that particular game.

II. PERSONNEL

Rosters

- Roster limit is 18 players.
- There is a spreadsheet where GMs will fill out their rosters. (Contact me if you need access)

Roster Lock

Roster lock will be JULY 5. You won't be able to sign any players after this point.

Roster Adds/Drops

This is a BYOC league, so you shouldn't have to make too many roster adjustments, but if you do..

- You can have no more than 24 players play for your team during the season.
- Feel free to adjust your roster on the roster sheet as much as you'd like (while following the 24 player limit) up until the roster lock date.
- Once a player plays more than **2 games** for your team, that will count to the 22 player limit.
 - You cannot play 3 games with one team and then decide you don't want to play for them and sign with another team (some cases may be accepted). If you are wanting to switch teams after 3 league games are played, in most cases that player will have to be traded (more under **TRADES**).

There's not really a reason for teams to have to constantly be switching players on and off their roster unless they are having trouble getting enough availability.

We put this rule in to make GMs second guess being a GM if they can't stay within these parameters.

Trades

With the roster lock being near the midway point of the season, we are allowing trades to happen. We ask GMs and players, when dealing with trading and roster changes, to do so with some reasonability. We don't want teams finding loopholes in order to cheat the system. The ITHL is for fun, and there's no room for exploitation.

It's a BYOC League so I'm hoping that there are little to no trades, but if you decide to do so you must consider these points:

- **ADMINS CAN CHOOSE TO VETO TRADES**

- Trades have to be deemed fair by the Admins in order for it to go through.
- Both sides have to benefit. If a trade is proposed, before getting approved the Admins will look at:
 - The Standings - is one team involved in the trade mathematically (or close to being) out of the playoff race?
 - Are both sides getting players that are somewhat equal in skill level?
 - Is a star player on a bad team getting traded to a better team for a player that either a) does not play or b) not as skilled?
 - Does the trade make sense?

I hope you can understand what the previously mentioned points are trying to imply. You can make trades but don't exploit the system.

Insufficient Roster

It is important to make sure that you will be able to manage your Club until the end of the season, meaning that if you have any feeling you might have to fold, don't become a GM.

If your team folds mid season you won't be able to GM again, so give it some thought before going ahead with it.

The Roster limit is set at 18 and I'd suggest you fill the roster to somewhere around 18.

- If your team ends up not being able to continue playing the season with the roster you submitted (can't ice a full lineup) at the ROSTER LOCK, you will not be allowed to pick anyone up and will have to fold.

III. INTERNET CONNECTION

Server Select

The EA servers are brutal in NHL 21. In order to keep it fair (specifically for EAST vs WEST games):

- **HOME TEAM WILL GET TO CHOOSE WHAT SERVER TO PLAY ON**
 - If multiple people are over 100 ms then another server will have to be selected (until everyone is at a moderate ping).
 - It is important to communicate any issues with the other GM before the game starts.
 - If the away team has under 100 ms then that server will be accepted.

I know that people get upset with selecting servers that make them have higher ping (70-100) but after not having a rule like this in place in previous seasons, it has become clear to myself and the Admins that we need more of a concrete rule on server select. There are teams from west, central, east as well as teams that are scattered all over. Most of the teams play out of east but that doesn't mean that other teams should play at a disadvantage.

Personally, my west coast team was on 70-80 ms for 95% of the games in Season 5. Not fair when other teams are playing on 20 ms.

- There's no perfect solution to this problem, but it all comes down to being reasonable and understanding with your opponent. Please try to come up with a fair solution to the 'connection problem' if it is an issue.

Lag Outs

- If a player lags out of the game, finish the period then leave and start a new game.
- If you leave after the 2nd Period you play until the end of the 1st.
- The score will remain the same as it was at the end of the period.
- If tied, OT will start in the 2nd period of the new game.
- If a player lags out in the 1st period and the game is 0-0, a new **FULL** game will be replayed.

Goalie Lag Outs

Goalie lag outs are obviously unfortunate and somewhat annoying. Going about solving the problem needs to include some sort of reasonability and understanding. Feel free to negotiate with each other if you feel there are better ways to go about goalie lag outs. If an alternative can't be agreed on please use the following rule that applies to the specific circumstance.

- If a goalie lags out in the 1st period, teams can either choose to replay the entire game or add 5 minutes of clock time to the remaining time (the winning team gets to choose what they want to do).
- If a goalie lags out in the 2nd or 3rd period, start a new game and play the time remaining + 5 minutes of clock time. This is to help mitigate time lost due to the final minute of the period being real time. (e.g. If a goalie lags out with 3 mins left in the 3rd period play a make up game until the 12:00 mark left the 1st period (remaining 3 minutes + an additional 5)
- If a goalie lags out in the 3rd period before the 15:00 minute mark, start a new game and play a full 20 minute period with the same score at the time of the lagout.

3 Lag Outs You're Out

If a team lags out 3 separate times in the same game, the team that didn't lagout will have the option to receive forfeit wins for the remaining games scheduled in the series.

- If the same player lags out twice, the team can choose to replace that player with a new player in order to potentially avoid the 3rd lag out.

IV. GAME RESULTS

After every game each team must take pictures of the stat screens and Final Score (THE 3 PICTURES BELOW) and send it in the Discord under their team's #game-results channel.

Both microphone audio and gameplay are being broadcast.

PLAYER SUMMARY END OF GAME NEXT GAME IN: 01:11

END OF GAME/3 STARS

J. STENY
2 GOALS
0 ASSISTS
8 HITS

H. BIG BULGE
1 GOALS
1 ASSISTS
7 HITS

F. YUM YUMS
1 GOALS
1 ASSISTS
2 HITS

NEXT GAME
INSTANT REPLAY
PLAYER SUMMARY
COACH FEEDBACK

SELECT NETWORK PERFORMANCE MUTE PREVIOUS NEXT

SCF 2-3 BGB

11	TOTAL SHOTS	12
12	HITS	25
04:32	TIME ON ATTACK	07:31
80.8%	PASSING	71.8%
10	FACEOFFS WON	16
09:00	PENALTY MINUTES	11:00
0 / 3	POWERPLAYS	1 / 2
06:00	POWERPLAY MINUTES	02:50
0	SHORTHANDED GOALS	0

END OF GAME TINY WEEB CLUB STATS

ALL SKATERS

PLAYER	MIN	G	A	PTS	+/-	S	S%	PIM	HITS	PPG	SHG	POT	POW
T. Beach	60:00	3	9	12	+7	6	50.0%	00:00	1	3	0	54	24
J. Garbage man	60:43	4	3	7	+5	9	44.4%	02:00	0	0	0	0	0
B. Killed a Guy	62:43	3	2	5	+6	5	60.0%	07:00	2	2	0	0	0
R. Waffle Stompper	63:59	1	3	4	+6	3	33.3%	05:00	2	1	0	0	0
J. Davis	05:17	0	1	1	+1	0	0.0%	00:00	0	0	0	0	0
B. Green	06:01	1	0	1	+1	1	100.0%	00:00	0	0	0	0	0
M. Anderson	00:00	0	0	0	0	0	0.0%	00:00	0	0	0	0	0
D. Benoit	00:00	0	0	0	0	0	0.0%	00:00	0	0	0	0	0
A. Edwards	00:00	0	0	0	0	0	0.0%	00:00	0	0	0	0	0
J. Flynn	00:00	0	0	0	0	0	0.0%	00:00	0	0	0	0	0
K. Fraser	05:17	0	0	0	+1	0	0.0%	00:00	0	0	0	0	0

BACK SORT

PLAYER SUMMARY END OF GAME NEXT GAME IN: 01:35

FF 1 15 TwcW

POS	CLASS	ONLINE ID	CR	G	A
RD	TWD	dylankoubat3	471	0	0
LD	DD	Kergwa	460	0	0
RW	PWF	thecrazygrenade	502	0	1
LW	GRN	Zacho54321	439	0	0
C	DNG	Carleazyy	546	1	0

POS	CLASS	ONLINE ID	CR	G	A
RD	PMO	UNDynasty21	868	1	3
C	SNP	xLGx34x	801	3	9
LD	PMO	Leftyswagg13	745	3	2
LW	TWF	xJAx81x	847	4	3
RW	GRN	T-TRAINS34	861	3	5

POS	CLASS	ONLINE ID	CR	SV	BP%
G	STN	mikeyfun	498	22	0.590

POS	CLASS	ONLINE ID	CR	SV	BP%
G	STN	MINICX34	726	13	0.930

NETWORK PERFORMANCE MUTE PREVIOUS NEXT

- IT IS VERY IMPORTANT YOU DO THIS EVERY GAME.

- If you don't, your team's stats will not be recorded.
- We will be uploading stats and standings to our league website (icetilhockeyleague.com). More on the website below.

V. LEAGUE FORMAT

- 2 Leagues, SWEAT and CORE.
- 18 teams in SWEAT.
- 19 teams in CORE.
- Each team will have 2 matchups per week.
- You play every team.

Schedule

- Each team will play each team twice.
- 1 HOME/AWAY each.
- Each team will be scheduled to play 2 other teams per week.
- League weeks will start on Monday and end on the following Sunday.
- The full schedule can be found in the discord under #sweat-schedule and #core-schedule.
- Games can be played anytime throughout the week. It is up to the 2 teams involved to schedule a time that works.
 - It is too hard for people to make games when the schedules are pre-set, so I give the teams the power to negotiate when they can/want to play.
- It is important that your team will be available at least a couple times a week between the hours of 8-12est.
- If for some reason a team can't play a team during a certain league week, contact me directly and rearrangements will be discussed..

Scheduling

Games must be scheduled 40 minutes apart (not 30) if you are scheduling with multiple teams on the same night.

- This makes it so there's less conflict between game times.

Once a time is decided on, the game time has to be posted under the #game-times channel on Discord.

- EX) Boats vs Bulls Wednesday 9pm EST.
- If for some reason a team has to cancel, they must do so more than 2 hours before the scheduled time. **If they don't, the other team will have the option to forfeit them.** (Before 7pm if we are looking at the above example)
- If a team is 20 minutes late to the scheduled time, without any warning or communication/agreement to wait, the team that is waiting will have the option to forfeit the first game scheduled.
- **YOU HAVE TO CONFIRM YOU HAVE 6 GUYS THAT CAN PLAY BEFORE SETTING A GAME TIME.**

- A couple times, teams ended up scheduling a time before they actually contacted their team. Make sure you got 6 confirmed YES' before going ahead and telling a team you're good to play at a specific time.

Punctualness

If a team takes longer than 15 minutes to be ready after Game 1 is played, the opposing team can choose to forfeit them for Game 2. **Be on time, and don't waste other people's time.** If being on time might be an issue for a specific night, please communicate that with the other team's GM.

- Proof will need to be shown through replay of a stream.

Playoffs

- No conferences.
- Top 12 make the Playoffs
- First Round (Best of 5) - 5v12, 6v11, 7v10, 8v9.
- Second Round (Best of 5) - 1v8, 2v7, 3v6, 4v5 (the 5-8 seeds are the four teams that moved on from round one, ordered by how they finished in the regular season)
- Third Round (Best of 7) - Highest vs Lowest, Middle vs Middle
- Finals (Best of 7)
- HOME ICE - 2-2-1(-1-1)
 - Home team selects the server (refer to the 'server select' rule)

Playoff Tiebreaker

- Wins
- OTL
- Head to Head
- Record last 10 games.

Playoff Eligibility

In order for a player to be eligible to play in Playoffs they must play at least **10 regular season games.** (position doesn't matter)

This prevents teams from pulling out ringers that didn't put the time into the league when the games did not necessarily matter. We want players to be committed to the ITHL if they're going to play in it.

Playoff Series Scheduling

All playoff series 5 games or less must be played over a maximum two nights, and within within a 5 day period. (e.g. if Game 1 starts Monday at 9est, the series must conclude by Saturday night.) All seven game series must be played over a maximum of 3 nights (2 is preferred), and within a 7 day period. (e.g. if the series begins on Monday at 9est, it must conclude by the following Monday night.) If a series isn't being scheduled in a reasonable amount of time and the league is waiting on you, teams may be disqualified. If any of these rules aren't adhered to one or both teams could be disqualified at the discretion of m00ner and the admin team.

VI. SOCIAL

Discord

Having a league discord isn't a necessity. We have created one so that players within the league can interact with each other, which adds to the fun of playing in a league.

That said, we have a very low tolerance for BS in the discord. Being in the discord is a privilege, not a right. If you act out of line, Admins and myself will be quick to ban you from the server. It is very hard to moderate a group chat with over 300 people in it, so please just stay between the lines and don't talk about any sensitive subjects. (**ABSOLUTELY NO POLITICS, SEX, RACE, DISCRIMINATION**)

Once you are banned, you are banned - so don't be an idiot!

Social Media

I post frequently on Twitter (and a bit less on Instagram) about the on goings of the league. I would suggest your team makes a Twitter/Instagram account so that we can all collectively promote the league/ let people know what the experience of playing in the ITHL is like. The bigger the league gets, the more 'prize' seasons we can have.

I also retweet/add to my story, stream links before games. If you have a stream and want me to post links to the league account, tag the ITHL in a post before your game, so it is easy for me to see.

icetilthockeyleague.com

We update all of the player and goalie stats, as well as the standings, the day after games are played on our league website. Everything is manually inputted, so please bear with us as it is only a couple of people doing the work.

We also will post articles throughout the season about certain stories, etc. If you have any ideas, or want us to post about something in particular, feel free to contact me. (We can always use new writers!).

League Events

- All-Star Game (potentially with a skills comp).
- **League Awards.**
- Hockey Night in the ITHL
 - Thinking about putting together a couple streams that bounce around from game to game, on nights that have a lot of games scheduled so people can follow along more closely with them.
- Winter Classic
 - Highlight a series of games between two teams and stream it with commentators.
- Top 10 plays of the Year.
- Feel free to suggest any other league events you would like to see.\
- Best jersey/brand

Media

If you have any game clips or cool graphics etc.. post them in #media or send them to me directly. I am planning on making a variety of highlight videos and other things throughout the season.

I can also post game highlights and other videos directly to the ITHL website if you post them to YouTube (contact me if you have any questions).

Pictures

I like to make graphics with different players/teams so whenever you want post some action shots in #pictures and you might be featured in one of the league graphics.

Awards

All of the following awards will be voted on by the GM's at the end of the regular season:

- Andy Slater Award - An annual award given to the defenseman who demonstrates throughout the season the greatest all-round ability in the position.
- ITHL Hart Trophy - The Hart Memorial Trophy is an annual award given to the player judged to be the most valuable to his team.
- James Lockhart Trophy - The Lockhart Trophy is an annual award given to the goalkeeper adjudged to be the best at this position as voted by the general managers of all ITHL clubs..
- The Heart Award - Awarded to the player who was seen to have displayed the most heart throughout the season.
- The Most Feared Man Award - Awarded to the player who was most feared by his peers.
- The Goofy the Dog Memorial Trophy - Awarded to the biggest goof in the league, voted by his peers.
- We will also acknowledge the statistical leaders in all of the categories that are kept track of.

More details to come later.

VII. ANNOUNCEMENTS

Please check the #announcements channel frequently as that is where I will be posting any information that you need to know.

If you have any questions about the league, please feel free to contact me! I will try my best to get back to you as soon as I can.

GOODLUCK AND HAVE FUN!

-m00ner